Amendments to the Specification

Please replace the paragraph beginning on page 18, line 33 and ending on page 19, line 10 with the following amended paragraph.

Fig. 6 is a flowchart of an alternative network communication routine 130 that may be stored in the memory of the controller 100. The network communication routine 130 may be utilized by gaming units 20 to select from among multiple network computers ~~12, 32, 46 as~~ 22, 32, 46 as opposed to a dedicated network computer. As with the network communication routine 120 discussed above, the network communication routine 130 may be performed at any time. Referring to Fig. 6, the network communication routine 130 may begin operation at block 131 during which several different network computers 22, 32, 46 may be contacted. This may involve sending the gaming unit identification over the networks 12, 26, 40 with a general request for all network computers 22, 32, 46 to respond. However, the gaming unit identification may be withheld until the gaming unit 20 receives responses from all available network computers 22, 32, 46.

Please replace the paragraph beginning on page 19, line 24 and ending on page 20, line 7 with the following amended paragraph.

At block 133, each of the offers received at block 132 may be analyzed. The analysis may be based on a variety of factors, including which network computer was the first to respond, which has the fastest transfer rate, which has the closest geographic location, which has the least amount of load, lease time, network subnet data, etc. One or more of these factors may be considered more important than the others and the results of the analysis may be based only on that factor(s). For example, the authentication data may be used to verify that the network computer 22, 32, 46 being contacted is the correct network computer. If the authentication data fails, that network computer may be rejected regardless of the other factors. Alternatively, each factor may be weighted according to importance (e.g., location considered more important and therefore weighted heavier than other factors), and a weighted average may be calculated for each network computer 22, 32, 46. The network computer 22, 32, 46 with the highest weighted average is considered the selected network computer. Each factor may also be given equal weight and averaged accordingly. Threshold values may also preclude the gaming unit 20 from even considering a network computer 22, 32, 46. For example, the network

computer 22 may be the closest geographically, but if its network load is too high the gaming unit 20 may discard the network computer 22 as an option despite its proximity.